

## YOUTH BASKETBALL LEAGUE

### Supplemental Rules

### 5<sup>th</sup> and 6<sup>th</sup> Grade Boys & Girls

1. All participants must be properly registered through the City of Renton Recreation Division. Rosters are limited to no more than 10 players.
2. Every player must play a minimum of 20 minutes of each game.
3. If a team has less than 10 players at the game the following rule will apply.  
Maximum Playing Time:                      8 or 9 players 25 minutes  
    7 players 30 minutes  
    6 players 35 minutes
4. **Man-to-man defense only. Defender must be within five feet of their offensive player when he/she is within the 3 point arc. No double teaming or trapping, however, help defense is allowed when the offensive player is within 15 feet of the basket. No full court press or zone defense is allowed.**  
*Our goal is participation. Players are to be coached in a team concept, using all the players on the court. Clear-outs, isolation plays and one-on-one plays will not be allowed.*
5. Games will consist of four 10 minute running clock quarters with a 5 minute halftime. Stop clock will be used the last minute of the game. In the event of a tie, a 2 minute stop clock overtime period will be played. The second overtime period will be sudden death. First team to score wins.
6. Substitutions will only be allowed at the beginning of each quarter and the 5 minute mark of each quarter.
7. Any player receiving two technical fouls in one game will be removed from the game and suspended from playing in the following game.
8. Any coach receiving two technical fouls during the season will be dismissed from coaching. Bench technical fouls on parents and players will be assessed to the coach.
9. **Coaches and players are prohibited from communicating (verbally or non-verbally) in reference to the "officials judgment" i.e. calls or non-calls. Coaches and players may ask for a rule clarification from an official only during pre-game and halftime. Infractions of this rule will result in a technical foul and possible suspension or expulsion determined by the Recreation Staff.**
10. All technical fouls will result in an automatic two points and possession of the ball.
11. Lopsided Scoring: If at the start of the second half or anytime during the second half of the game the score exceeds a 20 point lead, the score clock will be turned off for the remainder of the game.  
  
    \* **Coaches:** Please manage your games wisely! Coaches who run up the score may be suspended or removed from the program.
12. Two time-outs per game. No time-outs in the overtime period.
13. 3 seconds in the key.
14. Ball Size:     **5th Grade Boys and 5th & 6th Girls** Intermediate Size Ball  
                          **6th Grade Boys** Official Size Ball
15. Rim Height: 10 Feet.

**5th & 6th Grade Boys & Girls – no standings or playoffs**

**Have Fun!**



**Great Tasting Lunchmeat**